

Redacted

Michael Wenman

[REDACTED] Shit has hit the fan. The Unit is compromised. [REDACTED]

Characters

[REDACTED] 8 Skills: Athletics, Driving, First Aid, Hiding, Strategy, Talking, Weapons [REDACTED]

Allocate Dice: Poor d4 (Choose 2), Average d6 (choose 3), Veteran d8 (choose 2), Legend d10 (choose 1)

[REDACTED] Choose 3 edges: False ID, Health, Intel, Money, or Reputation

Rolls

Declare intention and the skill you'll use

[REDACTED] Every multiple of 4 counts as a success. [REDACTED]

Botch (1) - describe how something bad happens (lose an edge)

Fail (2-3) - explain how the situation changes (no edges gained or lost)

1 success (4-7) - describe how you succeed (give an edge to an ally, or remove an edge from opponent or situation, opponent's with no [REDACTED] suitable edges to sacrificed are eliminated). [REDACTED]

2 successes (8-10) - describe success and extra positive effect (gain an edge, remove an edge from all opponents, completely eliminate one opponent, or remove two situation edges).

When characters oppose, [REDACTED] successes counteract. Remaining successes give this character their [REDACTED] success condition.

Story

Overcome ten situation edges plus five per character.

[REDACTED] Everyone gets 3 Flashback scenes [REDACTED]
[REDACTED] (one of each)

Good scene (add any edge)

Bad Scene (reroll a die "you've seen these tactics before")

Ugly Scene ("what badness lead you here?").